

Murfreesboro Parks & Recreation Department

2013 Adult Basketball League Rules

TSSAA rule will be the guidelines for all games with the following exceptions:

All coaches must fill out a league registration form listing all players along with their address and phone numbers. Nicknames will not be accepted. Up until the final week of the regular season, coaches are allowed to add players as long as there is an empty spot left on the roster and that player cannot be or have been on another team's roster during the current season. **To be eligible to play in the end of season tournament, players must have participated in at least one regular season game.**

Every player must fill out a Participant Information form before he/she will be allowed to participate. **Participant information should match the information on his/her ID card in case player eligibility is questioned.**

Players may only be listed on **one** roster. If a player is dropped from one roster, he/she will not be allowed to play for another team during the current season/tournament.

In order to play, a player must be a **minimum of 16 years old** by the start of the season. **If a player is 16 or 17 years old, he/she must have a parent or legal guardian sign the waiver form provided by the league.**

All players must have similar colored shirts with **different** numbers on the back.

The only protest allowed is player eligibility.

Games will consist of two (2) twenty-minute halves. The clock will stop for timeouts and all dead balls during the last two minutes of each half. In the second half, we will use the TSSAA mercy rule. If a team is ahead by 35 or more points, the clock will run continuously and only stop for time outs.

Overtime, if needed will start with a new tip-off for each overtime. There will be two minutes on the clock for the first overtime, one minute for the second overtime and sudden death (first team to score) for the third overtime.

Teams must have five players to begin a game. There will be a ten-minute grace period for the **first game only**. After that time, the game is a forfeit.

Coaches must submit a lineup at the beginning of each game to the scorekeeper with first and last names (**no nicknames please**). Teams allowing players to play that are not on the team's roster will forfeit the game.

Each team will receive **two (2) timeouts per half**. These do not carry over to the second half.

Each team will receive one (1) additional timeout for each overtime.

The officials will issue technical fouls.

Any player receiving a technical foul will be required to sit out the remainder of that half regardless of the time left.

Two (2) technical fouls in a single game will result in the suspension of that player for the remainder of the game and the next game (suspended players will be removed from the facility).

Any player receiving two suspensions in the same season will not be allowed to continue playing in the league.

Foul language, abusive or disrespectful behavior will not be tolerated. **This is a zero policy and will be enforced.**

Any team that forfeits two or more games during the regular season will **not** be eligible for the end of season tournament.

Failure to abide by the rules can and will result in the suspension of players and/or the team.

Please remember this is a recreational league and should be enjoyable for all.